Club Nintendo®

Volume 2 - 1990 Issue 4

BATMAN

The Dark Knight hits the NES!

TMHT

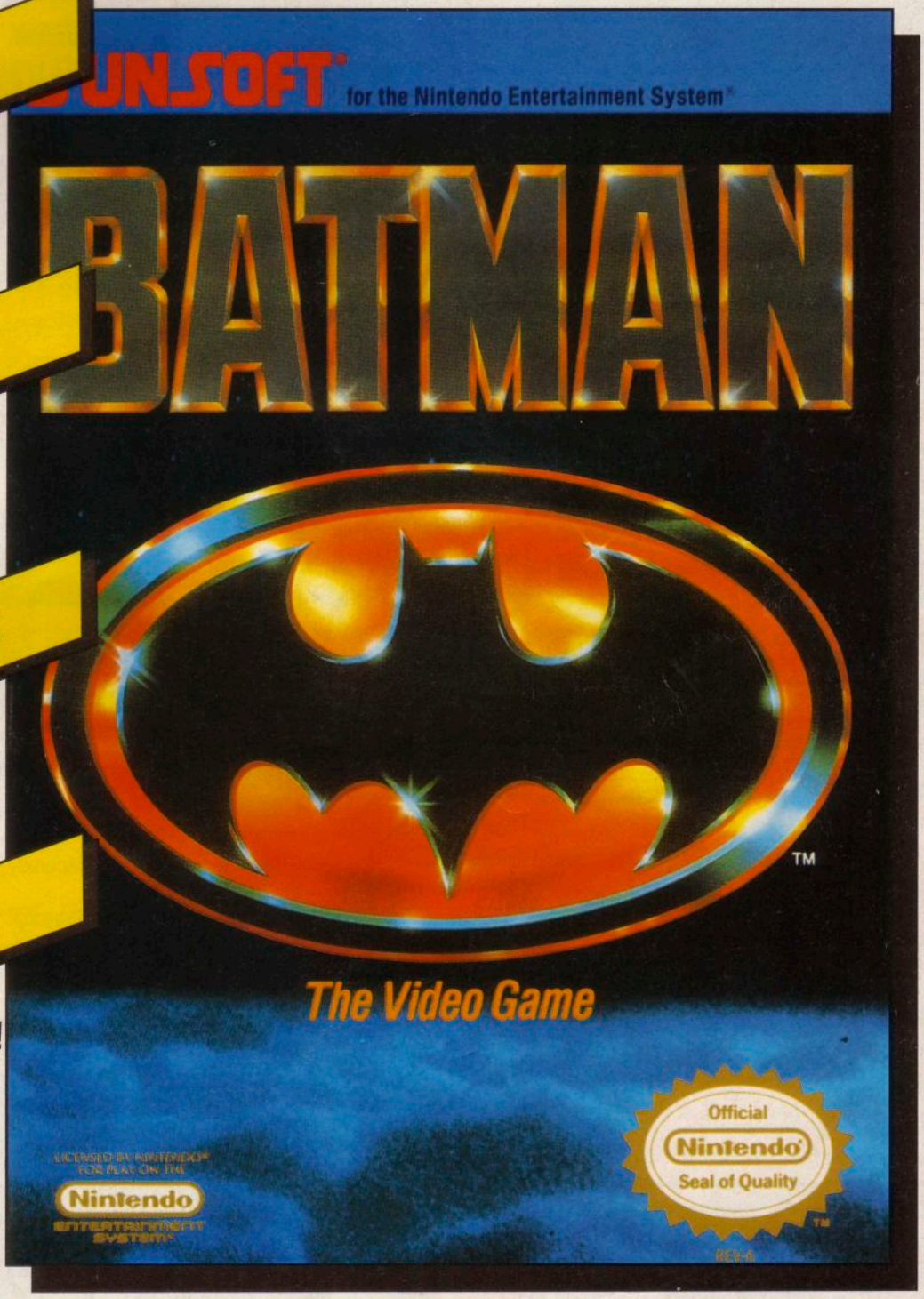
They're here!

SNEAK PEEKS

SEVEN new mouth-watering games!

ZELDA II

Two more palaces mapped!



PLUS

– Uncle Fester and Bionic Lester.....?!

Check It Out!

Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM.

ADVENTURE SERIES

- **Fester's Quest™**
- Goonies II™
- Kid Icarus™
- Legend of Zelda™
- Mega Man™
- Metal Gear™
- Metroid™
- Robo Warrior™
- Simon's Quest™
- Super Mario Bros.™
- Super Mario Bros. 2™
- Zelda II -The Adventure of Link™

ACTION SERIES

- Airwolf
- Balloon Fight™
- **Batman**
- Clu Clu Land™
- Cobra Triangle™
- Ice Climber™
- Kung Fu™
- Pinball™
- **Skate or Die**
- **Teenage Mutant Hero Turtles**
- **Tetris**
- Tiger Heli™
- Urban Champion™
- Wizards & Warriors™

LIGHT GUN SERIES

- Duck Hunt™
- Gumshoe®
- Hogan's Alley™
- To the Earth™
- Wild Gunman™

PROGRAMMABLE SERIES

- Excitebike™
- Mach Rider™
- Wrecking Crew™

ARCADE SERIES

- Castlevania™
- Donkey Kong™
- Donkey Kong Jr™
- Donkey Kong 3™
- Ghosts & Goblins™
- Gradius™
- Gunsmoke™
- Ikari Warriors™
- Life Force™
- Mario Bros.™
- Popeye™
- Rush 'N Attack™
- Rygar™
- Section Z™
- Solomon's Key™
- Top Gun™
- Trojan™
- Xevious™

SPORT SERIES

- Baseball
- Double Dribble™
- Golf
- Mike Tyson's Punch-Out!!™
- Pro Wrestling™
- Rad Racer™
- R.C. Pro-Am™
- Soccer
- Tennis
- Track & Field II™
- 10-Yard Fight ™(American Football)

COMING SOON

- Bionic Commando™ ..... Autumn
- Blades of Steel™ ..... Autumn
- Bubble Bobble™ ..... Autumn
- Double Dragon II™ ..... Autumn
- Paperboy™ ..... Autumn
- Robocop™ ..... Autumn
- Silent Service™ ..... Autumn
- Spy vs Spy™ ..... Autumn
- World Wrestling™ ..... Autumn

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Club Nintendo®
PO Box 30
Coventry CV1 3BR
England

SUPER MARIO SAYS

Contents

Super Mario Says 3
"Adventure of Link" Special 2.....4
"Teenage Mutant Hero Turtles" 6
Scores of Fun 8
"Fester's Quest" Review.....10
"Skate or Die" Review 12
"Batman" Review 14
Profile & Top 5 16
Tips & Tricks 18
Sneak Peeks 22
Mailbag.....26
Excitebike 27

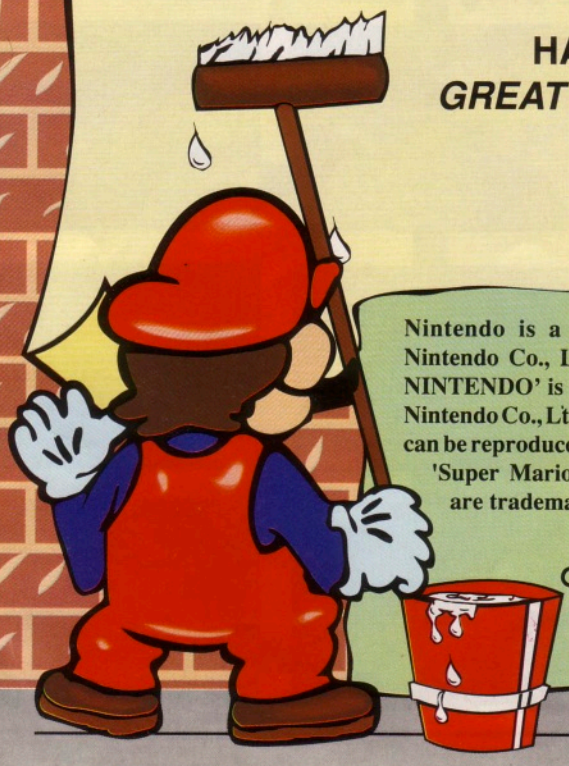
Now that the summer months are upon us, you'll need something to pass the time as you lie in the sun. And what better than this issue of *Club Nintendo*? With even more pages than before, there's coverage of games such as "Batman" and "Teenage Mutant Hero Turtles", new tips for you to try out (in case it rains!), further maps of the "Adventure of Link", and a whole lot more!

There's a bumper section of Sneak Peeks too - with games like **"Robocop"**, **"Bionic Commando"**, **"Spy Vs Spy"** and **"Bubble Bobble"**, you'll soon be watering at the mouth in anticipation!

A new regular article appearing in this issue is the Player's Profile. This gives YOU a chance to tell us about yourselves - favourite games, best achievements, ambitions and so on. Mark Smith, the editor of ***Club Nintendo***, gives you his profile to let you know the kind of things that we're looking for. Take a look at the Player's Profile page for more information!

Finally, Luigi would just like to say a big thank you to everyone who sent in their Top Five Game lists - keep them coming in!! Your lists are being complied by Luigi every issue (keeps him out of mischief), giving you a chance to see what games are generally thought of as being really hot!!

HAVE A *GREAT* SUMMER!!



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President	Super Mario
Editor	Mark Smith
Photography	Dennis Hemmings
Art	Catalyst Publishing Nintendo Co., Ltd.
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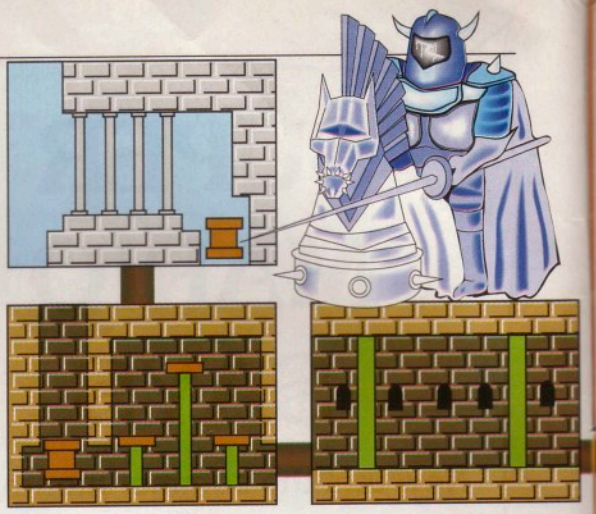
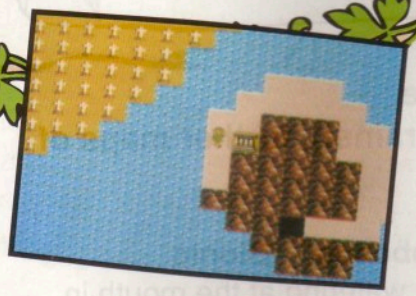
Editorial/ Helpline	(UK) 0626 65500
Warranty/Repairs	(UK) 0923 818038
Consumer Queries	(UK) 0462 490525

The Adventure of LINK



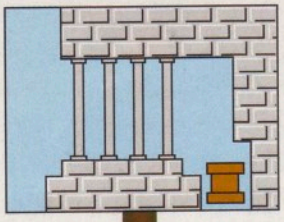
SPECIAL PART II

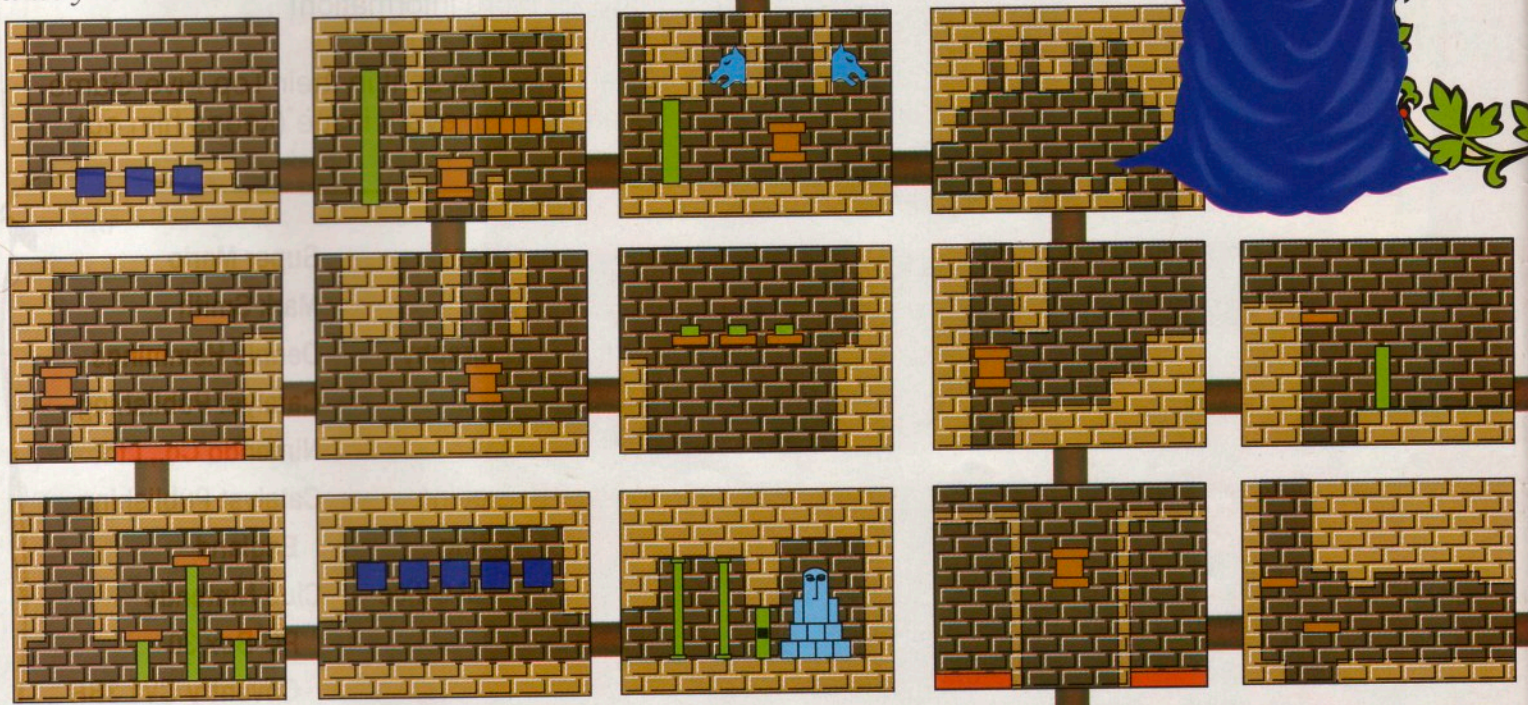
Continuing our special maps for the "Adventure Of Link", here you will find palaces 3 and 4. But beware - there are now more enemies and traps than before!!



THE MAZE ISLAND PALACE

After sailing across the seas, Link learns of the Maze Island Palace. Days of searching take him to a bridge leading to the island - but how does he reach the palace? There must be a way....

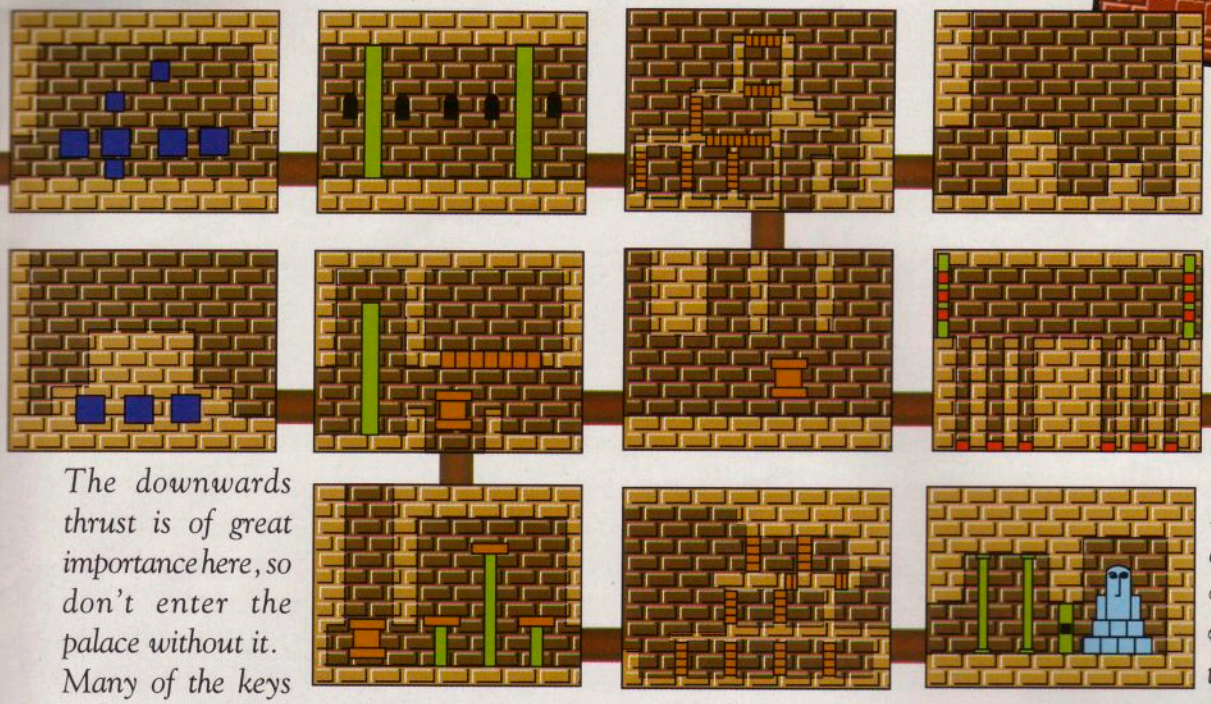




Once inside the palace, Link faces a new kind of adversary - the Wizards. Only the reflect spell will work against these guys, as it effectively uses their magic to destroy them.

ISLAND PALACE

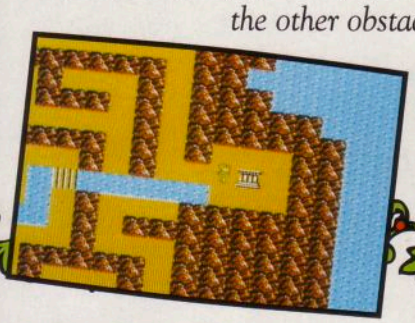
This palace is out in the middle of the sea, and there only way to get there is to use the secret tunnel hidden below the King's Tomb....



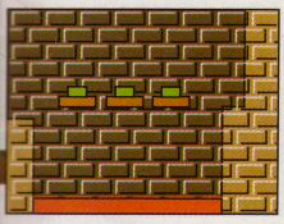
The downwards thrust is of great importance here, so don't enter the palace without it. Many of the keys needed are buried deep below a number of blocks, and you will also be needing the jump and fairy spells to proceed past the other obstacles.

Ironknuckle, the guardian of the Island Palace, is a very tough enemy, and will take a lot of practice to beat.

The raft is hidden deep in the very right hand corner of the palace, so head there before you go anywhere else. Once you have this, you can travel across the sea to new lands and villages!!

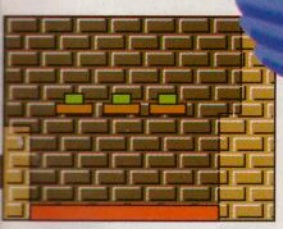


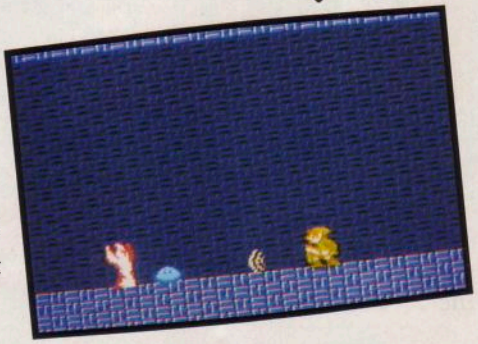
You first must force him to dismount, by using the downwards thrust and jump spell - leap above him and then stab him in the head. Once he's fighting you hand to hand, you need to protect yourself from his flying swords, while trying to find a way to penetrate his defences. It's not easy, but it can be done!!



By searching in the east side of the palace, Link will discover the winged boots. As with the raft, the boots will allow him to find new areas of Hyrule, and continue his quest to save Princess Zelda.

Another wizard, Carrock, guards the statue of the Maze Island Palace, and despite his huge size, he is very nimble, as well as awesomly powerful. Once more, Link must use the Reflect spell, by crouching down in the left hand corner of the room and using his spell to repel the wizard's back towards him. Link must be careful that Carrock does not appear on top of him, though - that could be fatal!!

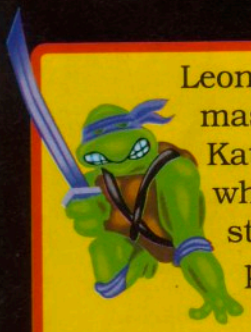




TEENAGE MUTANT HERO TURTLES

FROM THE DEPTHS OF THE SEWERS...

Turtlemania is here! The four turtles, stars of comic books, cartoons and films, have hit the Nintendo Entertainment System in a brand new, all-action adventure! You'll find yourself searching sewers, swimming through dams, leaping across rooftops and even cruising around town in the Partywagon! So, stock up on the pizzas and prepare yourself to meet Don, Leo and the others in one of the most exciting NES games to date!!



Leonardo is the master of the Katana (sword), which gives him a strong offensive power along with good mobility.

Don is the strongest turtle, but also the slowest.

Mike's Nunchuku is most effective against the smaller enemies.

Raphael's Sai is by far the quickest weapon, but it has a very limited reach.

THE EVIL FOOT CLAN

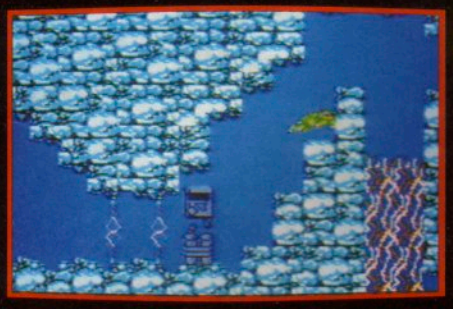
Shredder, leader of the Foot Clan, is intent on world domination, and he doesn't intend to let any overgrown, pizza eating turtle stop him from reaching his goal! This dude's really tough too - Dr. Wily, from 'Mega Man' fame, holds nothing on this megalomaniac!!

The Foot Clan comprises of a number of freaky villains, and their dastardly deeds include kidnapping April and Master Splinter, setting bombs in the dam and much more besides. The turtles must rescue their friends and save the city before taking out the wrath of Turtlepower on Shredder and his goons!

AREA 1

The Foot Clan have kidnapped April, and the Turtles are going to get her back, no matter what! After searching through the town and sewers, and fighting Rocksteady and other menaces, they come across April in an old warehouse, guarded by Bibbop. Can any of the turtles withstand Bibbop's firepower and rescue April?!

AREA 2

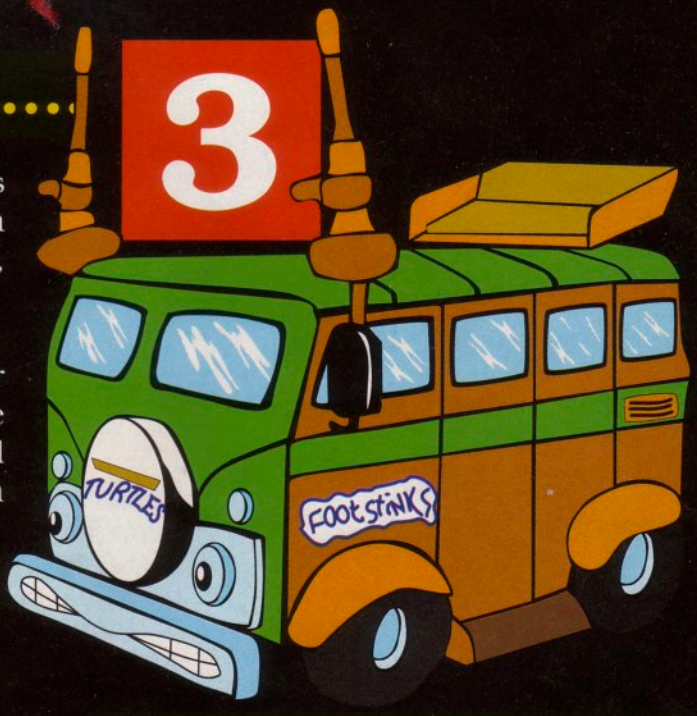


Whilst being held captive by the Foot Clan, April learns of Shredder's plans to blow up the dam. There are eight mines in the dam that need to be disarmed, but time is short, and there are a number of dangerous obstacles to avoid. Teamwork is important here.

AREA 3

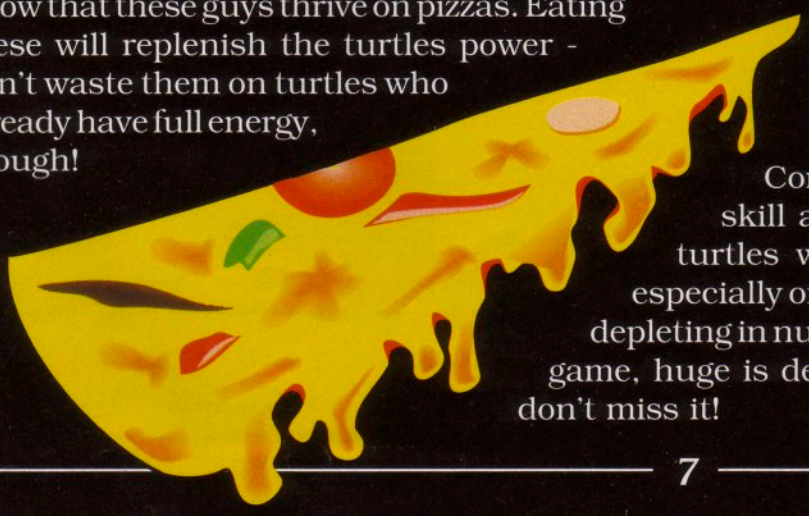
After returning back to their apartment, the Turtles discover that Master Splinter has been taken hostage. They quickly leap into their Partywagon, and start searching the city for their tutor.

Barricades divide the city, and there are a number of buildings and sewers to explore. The final battle takes place on the rooftops against the magical Meka Turtle, who holds Splinter prisoner high above the city.



PIZZA POWER !

Fans of "Teenage Mutant Hero Turtles" will know that these guys thrive on pizzas. Eating these will replenish the turtles power - don't waste them on turtles who already have full energy, though!



DEFEATING SHREDDER

Completing all six areas will take a lot of skill and judgement. Try to change between turtles when the current one's energy is low, especially on area two, otherwise the group will start depleting in numbers seriously! "TMHT" is one amazing game, huge is design, and absolutely brilliant to play - don't miss it!

Scores of Fun

CASTLEVANIA

1,162,300	Robin Jansema	Holland
1,505,100	Hans Steinraht	Holland
1,440,490	A Tramontana	Holland
1,086,220	Kevin Power (10)	UK
1,042,900	Jose Fernandez	France
99,770	W Versteegen	Holland
437,790	Linda Hilton (34)	UK

COBRA TRIANGLE

939850	Patrick Rietvink (12)	Holland
835250	Stephan Uehlinger	Switzerland
717850	Jehan Leyton (13)	Holland
713050	Mark Naftel (17)	Guernsey
510600	Martin Cater (11)	UK
123000	Gabriel Amaral (9)	UK

GHOST 'N GOBLINS

7625500	Naveed Chaudry	UK
4625900	Ken Philips	UK
414100	Patrick De Pauw	Belgium

GRADIUS

3441400	Paul Blount (13)	UK
342800	Cedric Vassal	France
3375200	Jos Hoerchner	Holland
2831200	Ywan Haarloo	Holland
2662900	Tim Claus (9)	Germany
2115000	Michiejs Kein (12)	Belgium
2021600	Paul Stokes	UK

GUNSMOKE

999990	Mark Naftel (17)	Guernsey
999990	Phillippe Tanguy	France
675090	Patrick De Pauw	Belgium

KID ICARUS

9999999	Roger Masters (21)	UK
9999999	Corrie Staal	Holland
9999999	Xavier Gibert (17)	France
9999999	Stephane Carteret	France
9999999	Thibaut Maximilien (7)	France
9999999	Robert Noels (9)	Belgium
9999999	Joroen Hulst	Holland
9999999	Jos Hoerchner	Holland
9999999	Vlada Slojanovic	Holland
9999999	J Schwarzeneker	Austria

KUNG FU

933190	Karl Roberts (12)	UK
765440	Christian Vu (13)	France
729510	Andre Vu (12)	France
589000	J Carlos Martinez	Spain
570770	Nikkide Boer	Holland
502050	G Moreland	UK
477700	D W G C Navis	Holland
466320	Santiago Garcia	Spain
411150	Ivan Garcia	Spain

LEGEND OF ZELDA

Completed in 0 lives:

D Hart	UK
Pierre Jonkers	Holland
Dirk Schapp	Holland
Bart Brands (12)	Holland
Dirk Brands (7)	Holland
F Demangeot (15)	France
Mark Soutzen	Holland
Khalid Labjaoui	Holland
Peter Dirks	Holland
Jolue Casteels	Holland
Maikel Kokx (14)	Holland
Jan en Wiebe de Vos	Holland

MACH RIDER

704980	Vlada Slojanovic	Holland
704980	Pablo v.d Lugt	Holland
552450	Bram Vermeulen	Belgium
337070	Ludovic Wingering (13)	France
340820	Christophe Dervose (13)	Belgium
288370	Willard Leefers (11)	Holland

MEGA MAN

9999890	Susan Whittington	UK
9999890	Darren Pinchen	UK
3281600	Theo Strick	Holland
3195000	Oliver Priuat	Holland
2101500	Serge Brun	Switzerland

PINBALL

871810	Ing. Gerhard Ebert (45)	Austria
856790	Erika Ebert (38)	Austria
749040	Jurgen Lamaire (11)	Belgium
516580	Arnaud Crean (11)	France
316860	David Hayes (10)	UK
304810	Xavier Jacobs (12)	Belgium

R C PRO-AM

262335	Karl Webber	UK
259707	Matthias Muller	Germany
189864	L Alberto Martinez	Spain
185675	Chris Dye	UK

ROBOWARRIOR

7161900	K Van Berg	Holland
6137400	Peter Grossauer (53)	Austria
5975000	Jim Wilson	UK

RUSH 'N ATTACK

3016700	Adam Laycock	UK
2251200	Andreas Fischer	Switzerland
2073600	Luis Russel	UK
1495300	Ben Ploeg	Holland
1363100	Alex Meloy	UK
1345400	David Roy (16)	France
1228900	Ashley Kranenborg (8)	Holland
1077900	Karl Roberts (12)	UK
1059100	Michael Lee	UK

TIGER HELI

999760	Patrick Levant	Holland
223790	Darren Pinchin	UK
218760	Robin Burton	UK

TROJAN

998200	Marc Bidault	France
340500	Luis Jorda	Spain
248050	Jarno Posthumus (12)	Holland
183000	Sascha Ryser	Switzerland
158800	David Kelly (15)	UK
144200	Ashley Alderson (16)	UK

WIZARDS & WARRIORS

287890	Ady de Bodt	Belgium

XEVIOUS

463510	Xavier Baguet	France

OK, there you have it. Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: Scores of Fun, Club Nintendo, PO Box 30, Coventry, CV1 3BR, England.

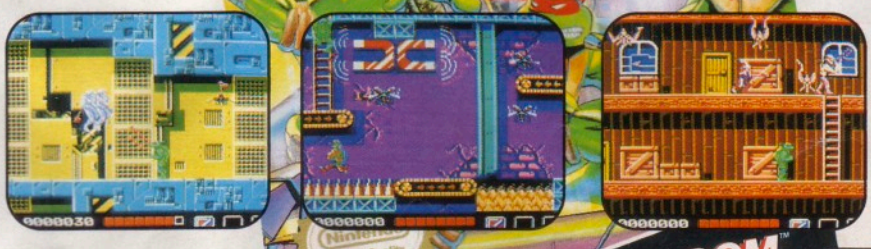
TEAM UP & TAKE OFF WITH TURTLE POWER!

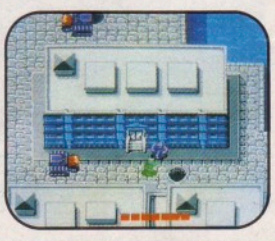
These lean, green, fighting machines have arrived on your Nintendo Entertainment System, in Teenage Mutant Hero Turtles - an exciting new Game Pak from Palcom Software.

Join Raphael, Mike, Don and Leo as they battle the evil Footclan, and track down the gang's leader, Shredder. Leaping across rooftops, disarming bombs in a dam, rescuing their friend, and cruising around town in a party wagon is all in a day's work for the Turtles - as long as they get a few mouthfuls of pizza along the way!

Teenage Mutant Hero Turtles is an all action game, which in the words of our favourite shell backed heroes, is "simply awesome"!!

PALCOM™ SOFTWARE





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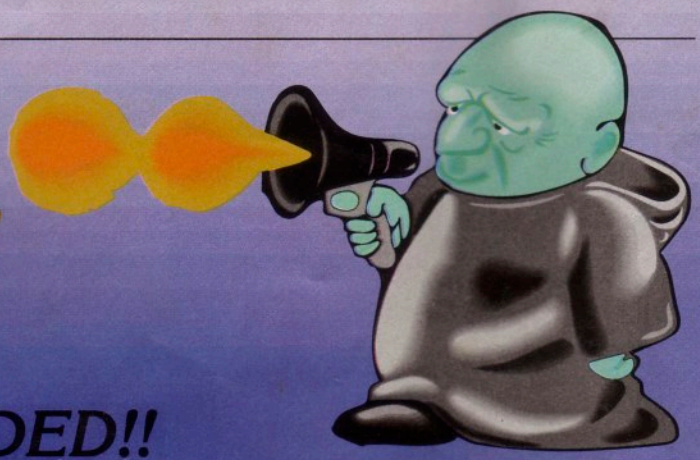
FESTER'S QUEST



THE ALIENS HAVE LANDED!!

Whilst moonbathing late one night, Uncle Fester was rudely interrupted by some hostile visitors from space. Not only did the aliens disturb Uncle Fester, but they also kidnapped the townsfolk in a transportation beam, before totally over-running the neighbourhood. Fester was a little annoyed at all of the noisy, chaotic events, so he retreated to his attic for the night. He didn't emerge again until morning, armed with his weird wave-beam gun, intent on getting his neighbours back from the slimy creatures.

MEET THE REST OF THE ADDAMS FAMILY

Although Fester is the main star of this game, the rest of his family make cameo appearances throughout the adventure. They all give Fester different items to battle the aliens with, so it's in his best interests to go knocking on their doors!

PUGSLY

Although young, he can really start Fester's adventure with a bang!!

WEDNESDAY

Her vice grips won't slow Fester down!!

THING

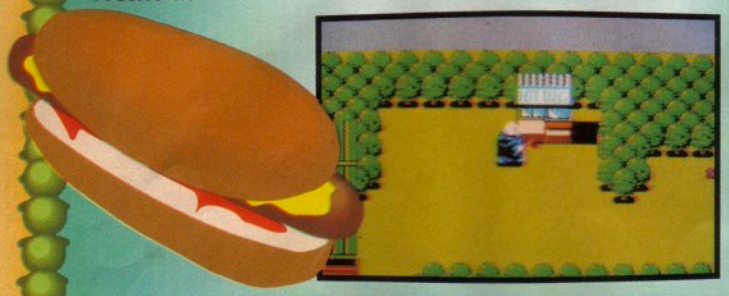
Restore energy with Thing's potions. Sneak around using invincibility!!

ITEMS

When Fester destroys the aliens, he will occasionally find useful items in their wake. There are light bulbs to help him see underground, keys to open doors and also 'gun' and 'whip' power-up symbols - watch out for the red ones, though, as these decrease the power!!

HOT DOGS!

The hot dogs are Fester's favourite food, and pretty cheap too - they will also restore any lost health!!



EXPLORING THE NEIGHBOURHOOD

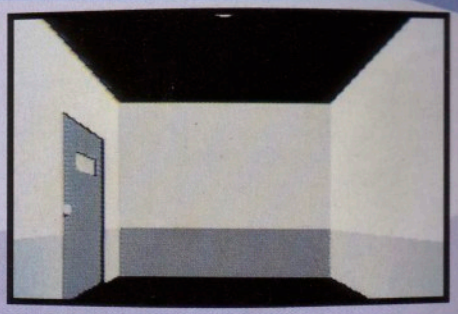
Fester's home-town is quite a large place. There are roads, parks, a harbour, rivers and quite a lot more for our unlikely hero to look at. This isn't a sight-seeing tour, though, as he will also need to enter sewers and dirty buildings if he is to complete his quest.

THE TOWN

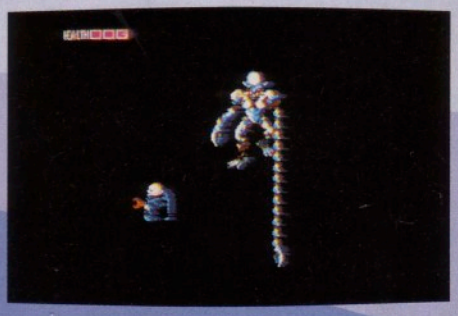
Although Fester's town isn't exactly a maze, he doesn't know it too well, so it's advisable to map it as he goes. All of the paths and parks lead to mysterious, yet important places, such as the buildings which the aliens have taken over.

The town itself is absolutely crawling with other aliens, which get slimier and uglier as he goes further in. They may not look too big, but,boy, are they tough!!

THE BUILDINGS



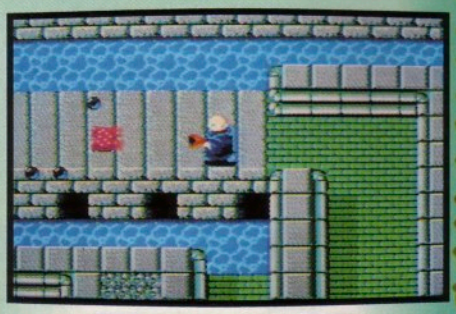
Besides the Addams Family residence, there are also the houses of Fester's neighbours, which are now inhabited by alien bosses. They have been re-structured in to simple mazes, making Fester's task of finding them that little more difficult.



Once Fester does find the mean looking space freak, he needs to figure out which items and weapons are the most effective before he gets trounced himself. He will need to defeat all of these alien bosses before he can enter the UFO, and finish the quest.

THE SEWERS

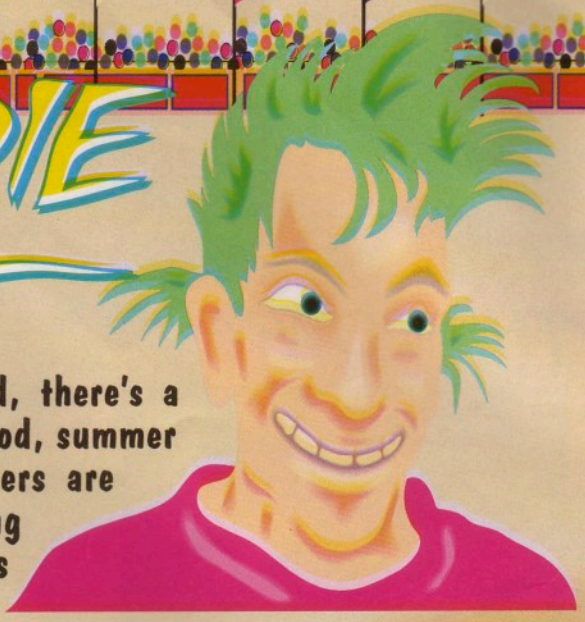
By travelling through the sewers, Fester can reach otherwise unaccessable parts of the town. However, aliens have also found their way below ground with the rats, so Fester will have to be on guard at all times!!



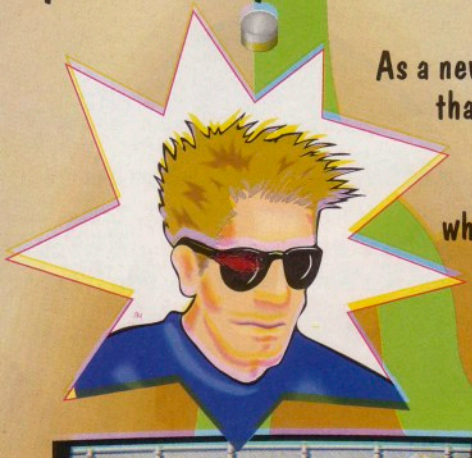
USEFUL HINTS

When you start, walk up and down the main street, building up your gun's power by shooting the aliens.....Make sure that you have collected the first four items from the family before tackling McWimpie - once you've defeated him, there's no going back....When possible, use the hot dog stands rather than the potions to restore lost energy.....GOOD LUCK!!!

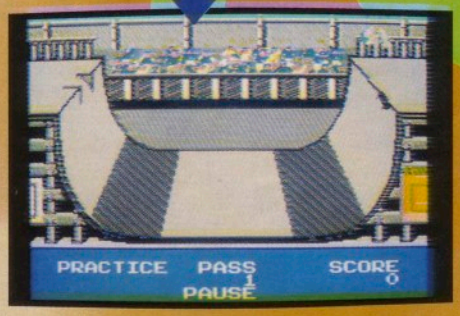
SKATE OR DIE



Somewhere in the world, there's a place where hot dogs are health food, summer holidays last all year round, and leaders are decided not by their charisma or fund-raising abilities, but by their skill at handling a skate board! This place can only be found in Palcom's "Skate or Die"!

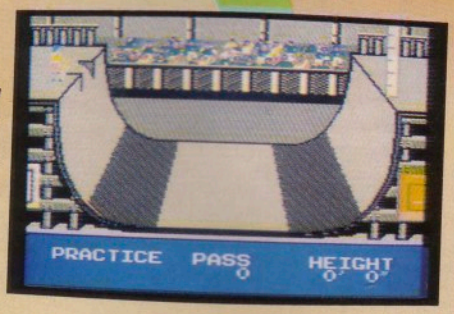


As a newcomer to town, you've only just come to know all this. You have also discovered that the king of the road is none other than Rodney Recloose, who owns the Flesh n' Asphalt Skateboard Shoppe. Along with his son, Bionic Lester, and their two crazy friends, Pete and Eddie, he rules the streets with iron wheels. And, although they didn't exactly laugh at your skateboard challenge, they're hardly overawed...



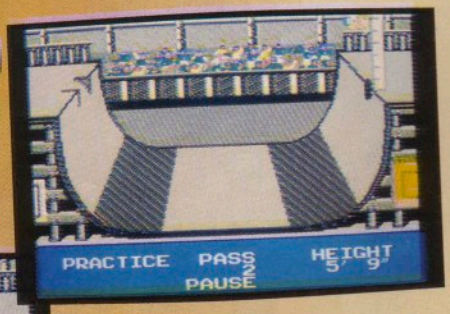
HIGH JUMP

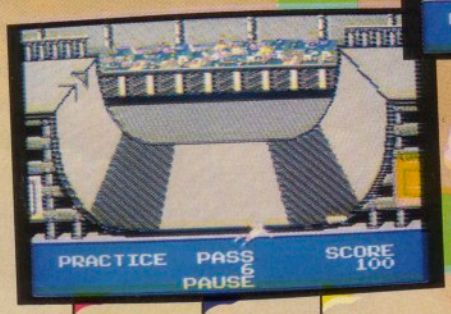
It's a good job that Rodney and his cronies aren't so hot in the brains department - you'd have to be nuts to try this! But try you must, for, even though it's dangerous, there are some major points to be gained here.



FREESTYLE

Even though it says free, you're really going to have to make some awesome moves if you want to earn those bonus points! So get those feet moving, hands planting, and boards spinning, and blow Pete's mind with the most radical techniques he's ever going to see through those shades! It's all a matter of timing - one wrong move, and you'll be picking ramp out of your teeth for weeks!

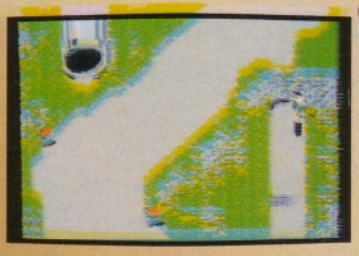




Once you're in the 'U' zone, there's no going back. A hard push off of the platform gives you the edge in your fight against gravity, and then it's up to you to do some serious moving of the feet if you want to put the 'hi' in 'high'!!

DOWNHILL RACE

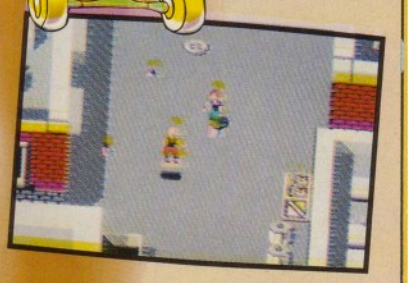
Once you're off the ramp, it's off to Boulderdash Park to tackle the toughest assault course around! The Park Keeper, Rick Ranger jr., is slacking off down at the



doughnut shop, leaving the place wide open for you to show Rodney what it really means to "Skate Or Die!" Although there's a path running through the park, the toughest obstacles lie on either side of the road, Ignore those 'KEEP OFF THE GRASS' signs - if you

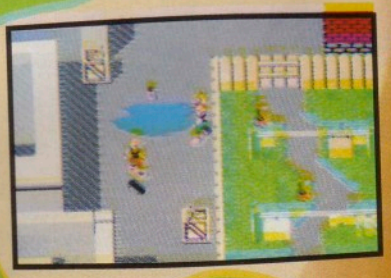
really want to score big points, you will have to fly off ramps, duck through pipes, whip around flags, and generally put on a show that would put even Michael Jackson to shame!

THE JAM



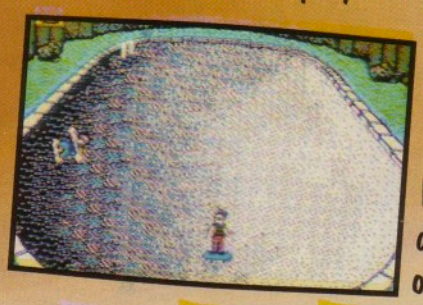
The alley where the Jam takes place is littered with overflowing trash bins, filthy bottles and empty cans. But, although this alley is dirty, the action is even dirtier - Lester is on your tail! Punch and kick the litter to your hearts content, but keep and eye on your opponent - he's got no intention of letting you stay on your board!

You bag the points by trashing the bottles and squashing the cans, and you'll receive a mega bonus if you manage to push Lester into the litter infested alley. The thing is, if you miss, he's going to be REALLY mad...!



THE POOL JOUST

So called because it's played in an empty pool and you're jousting with a bopper - although, by now, Lester's treating it as anything but a game! Dare you take him on, or will you wimp out and face the lesser might of Pete or Eddie? Your choice, your decision. But don't expect an encore if you don't put on the show of a lifetime....

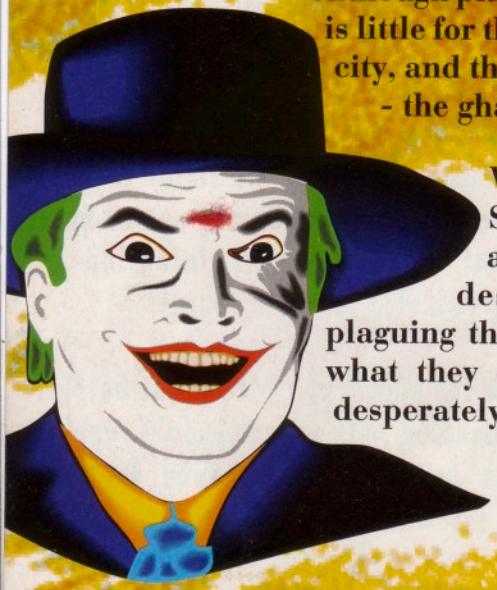


"SKATE OR DIE" is really something else! The gameplay simulates the art of skateboarding brilliantly, complimented equally as well by cool graphics and a rocking soundtrack. Don't miss it.... otherwise Lester won't be happy!!

ONLY ONE MAN CAN

BAT

Although plans are underway for the 200th Anniversary Festival of Gotham City, there is little for the people of the city to celebrate. Crime and violence have taken over the city, and the authorities are finding it impossible to deal with the man behind it all - the ghastly Joker.

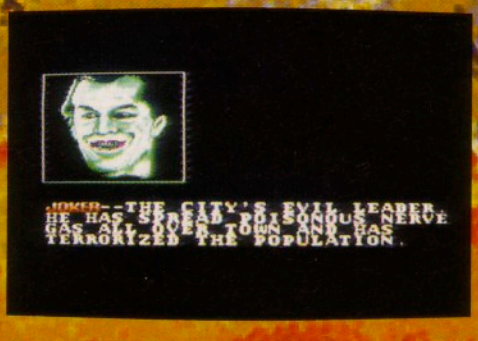


What this city needs is a hero. Somebody who will face the Joker and end his terrible reign, destroying the violence that is plaguing the city. Gotham's hero isn't quite what they expected, but it's what they so desperately need.....

THE CHARACTERS

BATMAN: Taking the guise of Batman, you have to search Gotham, preventing acts of crime and destroying the Joker and his evil cronies. Apart from his outstanding strength and agility, Batman also has a number of Batweapons at his disposal.

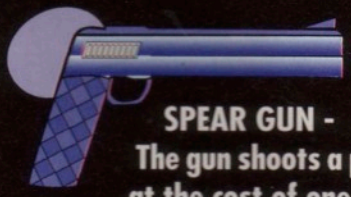
VIKI VALE: A courageous photo-journalist, Viki Vale is currently investigating the poison gas mystery, which is just one of the Joker's many awful crimes.



THE JOKER: The personification of evil itself, the Joker has a cruel, twisted mind, which befits his horrific face. His violent acts against humanity have gone on for too long, and must be stopped!

THE BATWEAPONS

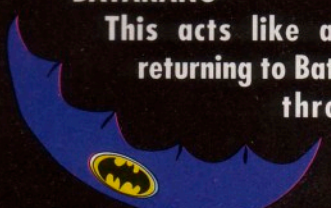
There are three different weapons available to Batman, but, before he can use them, he has to collect a weapon symbol. Each symbol gives him ten weapon points, which are used up as he fires each weapon.



SPEAR GUN - The gun shoots a pointed spear at the cost of one point.

DIRK - This splits into three directions, and is useful against the larger enemies. Costs three weapon points.

BATARANG - This acts like a boomerang, returning to Batman after it is thrown at the enemy. Costs two points.



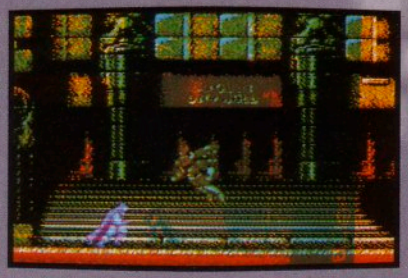
SAVE GOTHAM CITY...

MAN

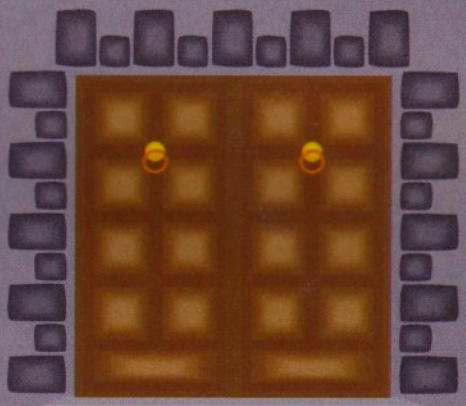
JOIN BATMAN IN HIS FIGHT AGAINST CRIME

GOTHAM CITY

Batman begins his mission in the deserted streets of Gotham. He needs to get past a number of enemies so he can reach the abandoned construction site. Here, more of the Joker's men are waiting, and the Joker will have to rely on his great agility to climb the steel frame whilst dodging the enemies.



At the end of the first stage, Batman faces Killer Moth, a supervillain sent by Joker to destroy the Caped Crusader. By standing at the edge of the room, Batman can avoid Moth's lethal fireballs, and then finish him off with the Batarang, as he swoops down towards the Dark Knight.

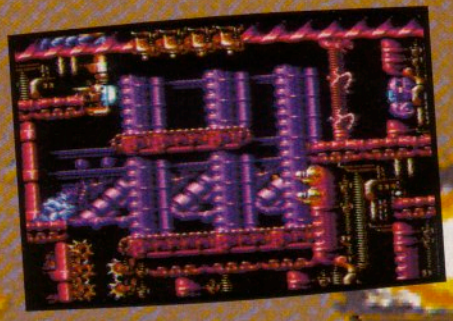


THE AXIS CHEMICAL FACTORY

After his fight with Killer Moth, Batman decides to check out the Chemical Factory, where the Joker produces the deadly Smyltex. Using his spectacular wall jump (which allows Batman to grab hold of a wall, and jump upwards), the Dark Knight has to find a route around the factory to find the power source.

Sophisticated robots guard the power source of the Axis Chemicals, so our superhero will have to be on his toes if he is to get through level 2-2. Deadly electric coils make his progress even more difficult, so, once more, precision jumping is called upon.

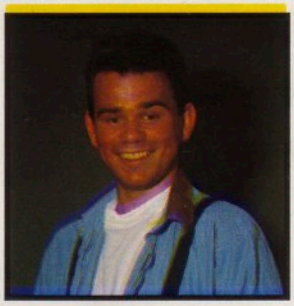
The final sections of the second level take place in the chemical processing plant, and then in the very nerve centre of the factory. The gears in the plant are sharp and powerful, and one wrong move could spell the end of Batman's heroics. If he manages to get to the nerve centre, then he could stop the production of the Joker's deadly Smyltex, and prevent any more deaths occurring because of the deadly poison.



Batman's search for the madman is still far from over. The Dark Knight must still fight his way through four more levels before he faces the Joker, and he's sure to come across many more lethal traps on his way....

PLAYERS PROFILE

NAME: MARK SMITH
AGE: 19
COUNTRY: ENGLAND



FAVOURITE GAMES:
Being the editor of Club Nintendo, a job which many people supposedly envy (Mario made me say that), I'm lucky enough to see all of the Game Paks that are released on the Nintendo Entertainment System. I have no particular favourite, as all of the new titles are so good, but it has been known for me to play "Simon's Quest" and "Cobra Triangle" well into the early hours of the morning (something only for insomniacs!!)

NES ACCOMPLISHMENTS:
Apart from completing "Mega Man II" in four hours, and scoring over a million points on "Cobra Triangle" in the same day (probably because of something I ate), there's really little else. Part of my job is to play every game through to the end, and if other people were to play that much, I'm sure that they could accomplish just as much as me!!

HOBBIES:
Although one of my hobbies is now a full time occupation, I'm still found sitting at home, trying to beat my girlfriend at all sorts of NES games. Other than that, my interests include playing football, talking about football, watching football, socializing (so I can talk about more football), and generally having a good time!

AMBITIONS:
To tell the whole world that I completed "Mega Man II" in four hours.....to come back down to earth when somebody does it quicker.....and to beat Luigi at "Tetris" (I'm sure he cheats). One lifetime ambition has already been fulfilled - and that's editing Club Nintendo!!

NOTES

If you would like to see your profile in Club Nintendo, then send it in to us, along with a clear photo of yourself, and we will then print as many as we can in future issues!

TOP FIVE GAMES

What's the favourite Game Paks among NES owners? Find out right here! Club Nintendo readers all over Europe have sent in their top five, and below, you'll find out just what the results were!

1	LEGEND OF ZELDA	1
2	SUPER MARIO BROS. II	2
3	SUPER MARIO BROS.	3
4	ADVENTURE OF LINK	4
5	TRACK & FIELD II	5

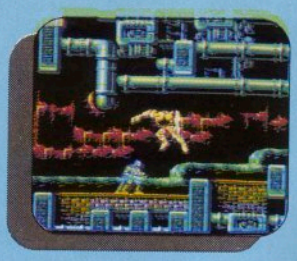
Keep those votes coming in - from now on, everybody who sends in a top five will be entered into a random draw, with the first five names that are picked each winning a UNIQUE NINTENDO BASEBALL CAP! You can't buy these in the shops - the only chance you have to wear one, and be the envy of all of your friends, is to send in you favourite top five games list. What could be better?!

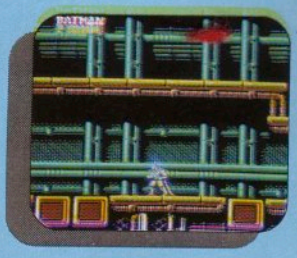
Send your list (in order of preference) to:
Luigi's Top Five Club Nintendo PO Box 30 Coventry CV1 3BR England

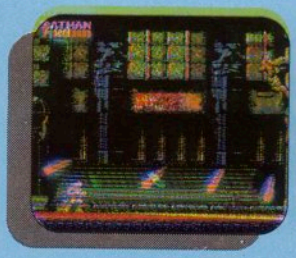
SUNSOFT

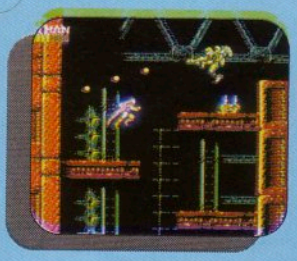
for the Nintendo Entertainment System®

LET THE BATTLE BEGIN.

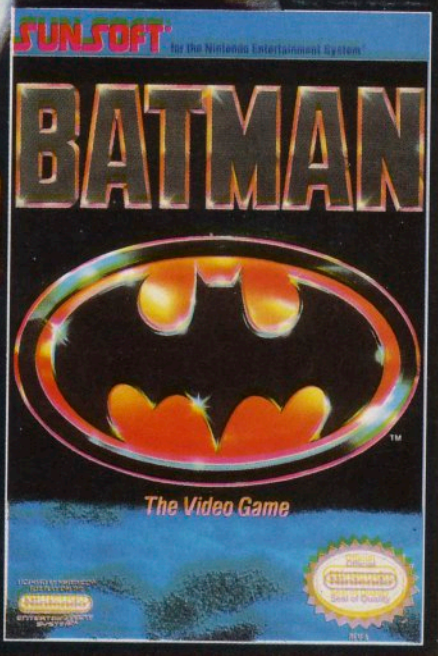








Are you ready? Because The Joker™ is waiting!



BATMAN™ from Sunsoft. Go For It!

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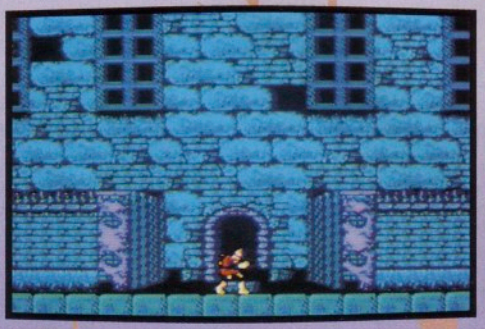
Tips & Tricks

Simon's Quest™



Time is running short for the heroic Simon Belmont - he has to find Dracula's body parts real soon if he is going to stop the curse that the evil Count has placed on him. To collect the body parts, though, he first needs to discover the mansions - here's a few pointers to get you on your way.....

Berkeley Mansion

From the start, go right and stay on the upper path, which leads to the mansion.

Lauber Mansion

From the start, go right and down, until you reach Yuba Lake. Once you're there, hold the blue or red crystal and kneel down.

Aruba Mansion

From Bodley Mansion, go left until you reach a lake - kneel down, and then continue left until you reach the mansion (again, you will need the red crystal).

Bodley Mansion

From the start, go left and let the ferryman take you across the river (DON'T show him the heart). Continue left until you get to a complete dead end (DEBORAH CLIFF), and then kneel down while holding the red crystal.

Brahms Mansion

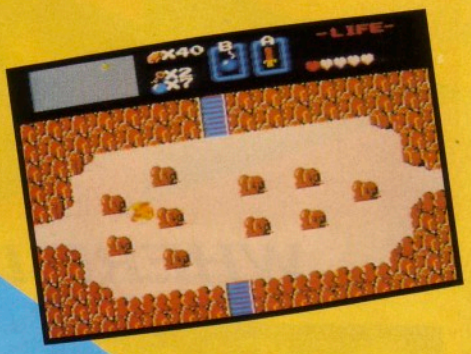
Go to the Ferryman, show him the heart, and, once he has taken you across the river, continue left to get to the mansion.

Castlevania

This is Drac's domain, and it's pretty tricky to reach. Saying that, if you have got this far, you shouldn't have too many problems!

THE LEGEND OF ZELDA

Another short, but equally useful tip, this time for LOZ. In some laybyrinth rooms, when there are a variety of enemies, you may be able to avoid fighting some of the tougher enemies. Simply defeat the smaller monsters, so that only the tougher ones are left, and then leave and re-enter the room. Sometimes some of the tougher creatures will have changed to other, easier monsters, giving you less trouble to get through that particular room.



Collecting the Weapons

On the first stage, we suggest that you collect all of the pods, building up your speed and missiles, and allowing the time to run out, until these power-ups are at full strength. As there is an extra life near the beginning of the stage, you will be able to carry on collecting the pods for as long as you like without effectively losing a life!!

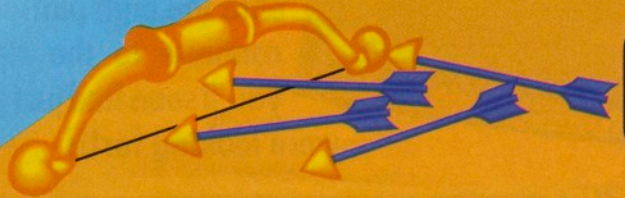
COBRA Triangle

Extra Points

If you spin round by holding left or right on the cursor pad at the end of each stage, you will be able to collect loads of extra points! You will also gain 1000 points if you rapidly press the fire button at the beginning of each stage.

Kid Icarus

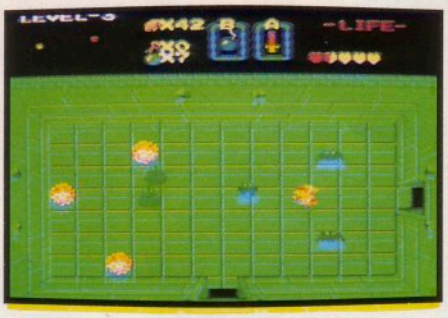
This one's short but sweet - by typing in the following code, you will find that Pit will be invincible, and that he will start at the beginning of the Overworld Fortress.



I C A R U S F I G H T S
M E D U S A A N G E L S

TIPS FROM THE PROS..!

THE LEGEND OF ZELDA



HOW DO I GET TO LEVEL FIVE? (FIRST QUEST)

First you need to go to the Lost Hills, and then, all you need to do, is go up through the screen FOUR times!

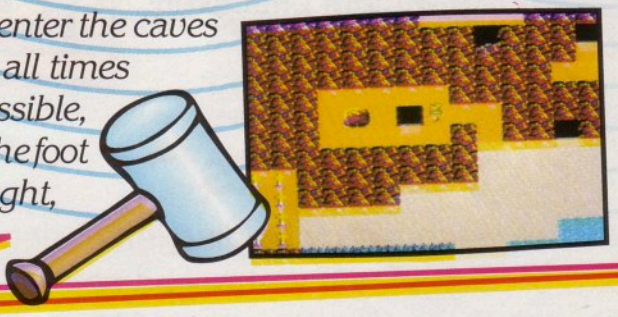
WHERE IS BAGU?

Before Link can cross the river in Saria Town, he must find the hermit, Bagu, who will give him a letter, which allows our hero to cross. To find Bagu, Link must search the woods northwest of Saria Town.

ZELDA II
The Adventure of LINK

WHERE DO I FIND THE HAMMER?

Once Link has crossed the river in Saria Town, he must enter the caves of Death Mountain, which take you to the hammer. At all times take the caves that lead east, except when this is not possible, when you should take the south caves. When you reach the foot of Death Mountain, you must enter the cave on the right, which holds the hammer!!

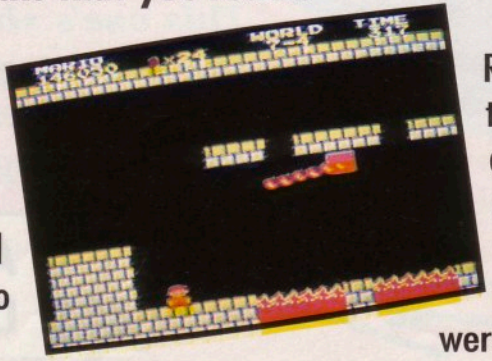


SUPER MARIO BROS.

HOW DO I GET THROUGH WORLD 7-4?

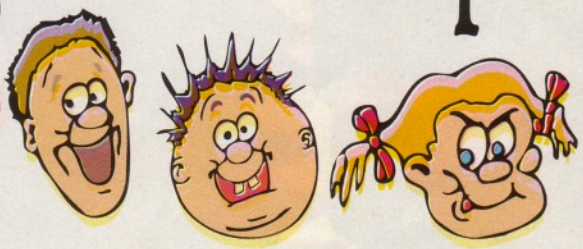
This one is pretty tricky - first, run to the right until you get to the lifts, and then go along the bottom of the screen, and you will eventually come to two platforms. Take the lower platform, and then jump up onto the next set of bricks that you reach.

Next, run past the fire rod, and carry on along the top until you get to a large gap, followed by a small platform. Jump onto the platform, fall downwards, go left along the lower platform, fall down, go right, and then jump up onto the next platform.



Run across this, jump up onto the next platform, go left, fall down, go right, and jump up onto the high platform. Now continue to the right, and you'll soon find just what you were looking for!!!

Readers Tips



PRO wrestling

To win nearly all of the bouts, try the following:

First, select Starman, and, when the game starts, move him up to near the top rope. When your opponent comes level to you, run in the opposite direction, bounce off the ropes and use the flying cross chop to down the other wrestler. Use this technique until he can't get up any more, and the pick him up and throw him out of the ring (this is getting nasty! - ED). Jump on him from the ring, and then quickly get back in, and just wait for the ref to count to 20!

A Chamberlain, UK

WIZARDS & WARRIORS

When you're facing the wizard, the best weapon to use is the wand. You'll also need to be very quick!

Ross Morgan, UK

Rad Racer

If you crash, quickly press the START button, effectively pausing and re-starting the game. This will allow you to save valuable seconds (it works a lot better with the NES Advantage).

N Morton, UK

If you've got a problem, and you can get through, then call the Nintendo Helpline on 0626 65500. Game Counsellors man the line from 3pm until 9pm every weekday (except Wednesday), and also on Saturdays from 9 'til 5. Alternatively, you can write in to the Ask The Pro's section at the normal address with any queries you might have.

Also, if you have any tips for Nintendo's games then share it with thousands of other readers by sending them to the following address:

Readers Tips
Club Nintendo
PO Box 30
Coventry
CV1 3BR

SOCCER

When taking a corner, push the controller in the opposite direction of which you are shooting and then press the 'A' button. the ball will sweetly drop into the net. Leaving the goalkeeper helpless!

T Lionel, France

LIFE FORCE

When playing a two player game, if one of the players loses all of his lives, then he can steal a ship from his fellow pilot by pressing the A and Buttons at the same time!

Allan Eustace, England

When you have an 'OPTION', and you are destroyed, a small ball slowly crosses the screen. Catch this ball, and you'll get the 'OPTION' back!

D Cedric, France

Sneak Peeks

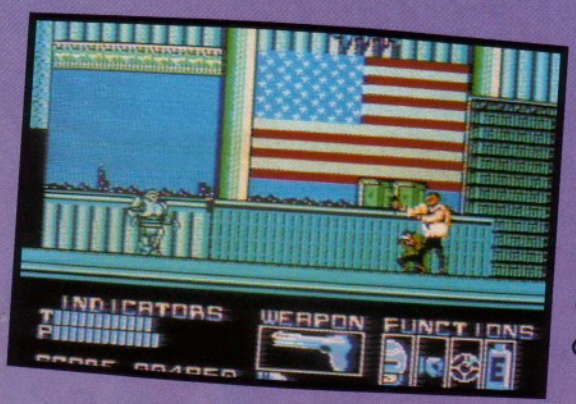
A look at a selection of game Paks to be released this year.....

ROBOCOP

Part man, part machine, all cop. "Robocop" - the future of law enforcement is now here!!

Crime and violence in Detroit have now proved too much for the government, who have turned over the police department to an independent corporation, who have no hang-ups about individual rights - certainly not compared to the normal police officers anyway. These guys came up with Robocop, who was an instant hit with the public, and who is starting to combat crime a lot more successfully than the police department ever did.

Robocop's assignments include cleaning up the city, and rescuing hostages from disgruntled city employees. However, there is also corruption in O.C.P. that threatens the future of all of Detroit, but a mysterious directive could prevent Robocop from taking any action. What is this directive? Can you help Robocop destroy the people behind the threat?

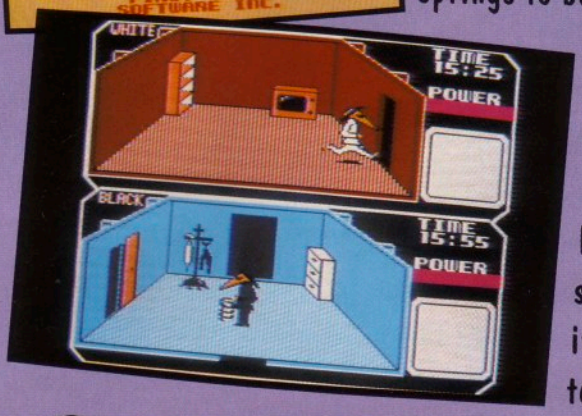


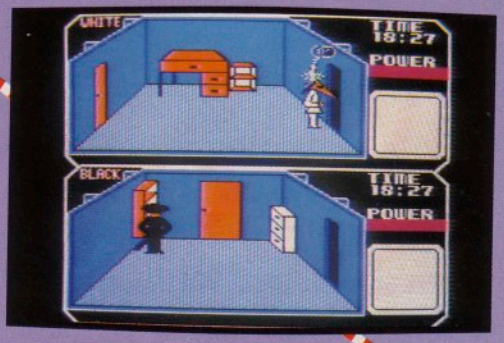
Without doubt, "Robocop" is a fine game, sticking closely to the plot of the film, and including some extra surprises of its own. Action-seekers daren't miss it!

SPY VS SPY

Fans of MAD magazine will recognise the characters of this game as the two spies from the comic strip of the same name. As in the magazine, the Black Spy and White Spy are constantly at each others throats, ending up in the most crazy situations!

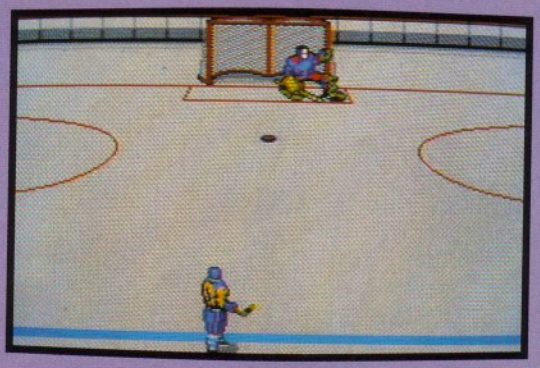
Both spies are after some top secret documents, hidden somewhere in an embassy, and they will stop at nothing to get them!! They both have a variety of booby traps, ranging from deady giant springs to buckets of water, which they set up to try and prevent the other from reaching the documents.





Racing around the embassy, and trying to outwit the other spy really captures the hilarity of the comic strip. Even if you've never heard of these two mad-cap spies, you're sure to love the game when it comes out later this year!!!

BLADES OF STEEL

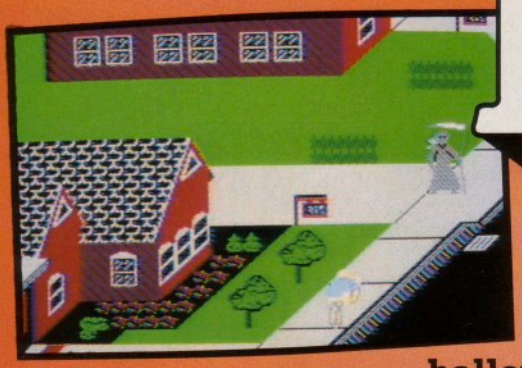


The crowd roars as the final third of the championship decider begins. Your team leads by 12 goals to 11, yet there's still a gruelling five minutes of play to go. Your team is tired, yet they try to forget their weary legs as they charge in to the opponents half with the puck, and go for yet another goal. Can you succeed in lifting the ultimate trophy in Ice Hockey? Play Konami's "Blades Of Steel" and find out!

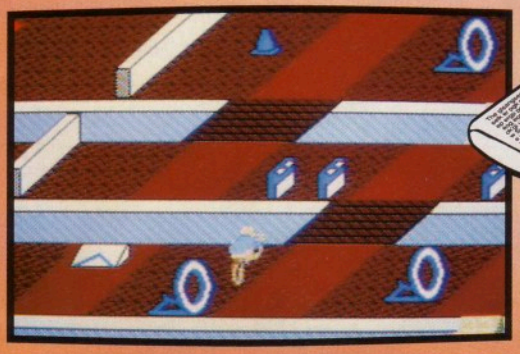
All the thrills and spills of Ice Hockey are included in this wonderful Game Pak, with one or two player matches, a number of different teams with varying abilities, fantastic slap shot action and even fight sequences, making this a must for all sports fanatics. The excitement is overwhelming and the action non-stop - Konami have really come up with something special here! Expect to see it in the stores in the Autumn.

BLADES OF STEEL

PAPERBOY



Delivering papers isn't quite the cushy job that most people would have you believe. Crazy pets, irate customers, weirdos who should only come out on halloween, hells angels riding motorbikes and a whole lot more can make this job a little tough (although it's rarely dull!!).

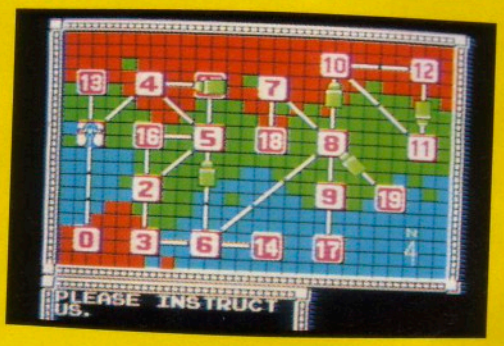


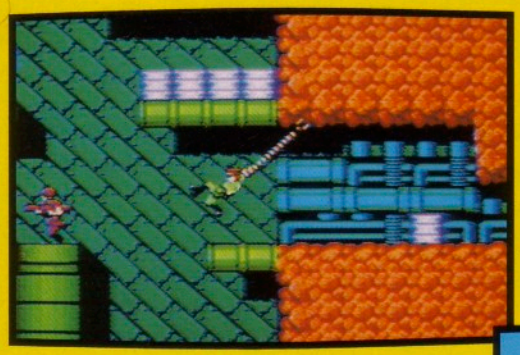
In "Paperboy", a future release from Mindscape, you have to guide our hero on his rounds, avoiding the many different obstacles, and delivering to his customers. If you fail to deliver to the right houses, or start smashing windows or missing the paper box, you'll rapidly lose your subscribers, and could well end up being sacked! There's a whole week to get through, with each day presenting a different challenge - can you survive the week and keep your job, or even your sanity?!

This arcade smash should prove just as popular when released on the NES - watch out for a full review in the near future!

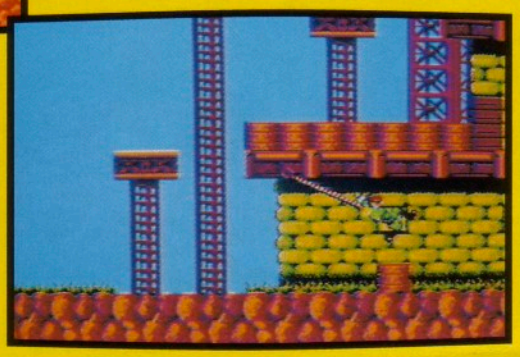
BIONIC COMMANDO

Having already earned huge success in the arcades, "Bionic Commando" is now scheduled for release on the Nintendo Entertainment System, and it has lost none of it's appeal or playability in the conversion.





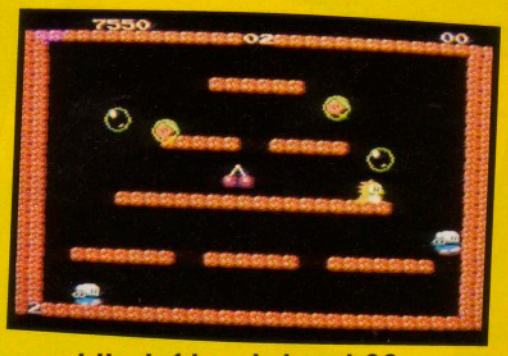
Basically, you have been sent in to enemy territory to try and find another agent, called Super Joe. There are a number of areas to search, all heavily guarded, plus a variety of items to find and activate.



Apart from the very original control method, what makes "Bionic Commando" so special from other games of the genre are the ways that you need to infiltrate each area.

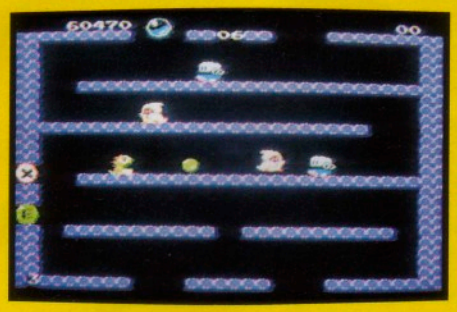
It's not just a matter of rushing in with guns a-blazing - you need to hack in to computers, find enemy secrets and, on one particular levels, sneak past the guards without getting recognised!! It really is a superb game, so look out for it in your local store in the very near future.

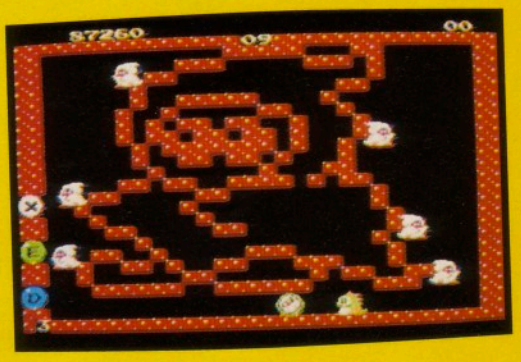
BUBBLE BOBBLE



Move over Mario and Luigi - Bub and Bob are here!! Their friends have been kidnapped by the evil Baron Von Blubber, and are being held prisoner in a magical world of caves and demons - can you help them get their friends back??

"Bubble Bobble" is a fabulous game, with a number of levels and simultaneous two player action. To proceed from screen to screen you need to destroy the enemies by blowing bubbles at them, and then bursting that bubble. There are a number of platforms on each screen, and, to reach some of them, you will need to jump on your own bubbles, effectively letting them carry you up!

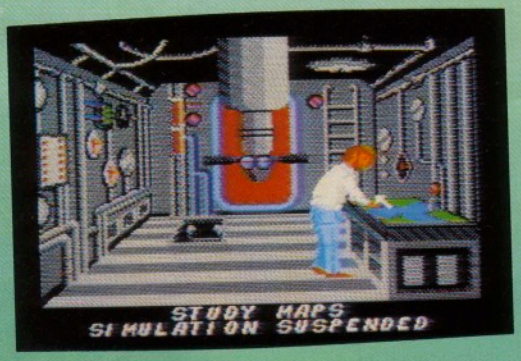




Bonus items randomly appear throughout, some allowing you to warp levels, spit fireballs and so on. Taito have really got a gem of a game here, which will suit NES owners both young and old.

SILENT SERVICE

"Silent Service" is one of a new breed of games being developed by a wide range of companies for the NES, most notably Konami. In this, you take command of a submarine involved in World War II, taking on enemy ships in the South Pacific.



This is a full fledged simulation, converted from the PC range of computers, where you need to follow your charts and instruments, making fast decisions concerning the sub, and basically recreating the actions of the second world war. Enemy ships appear in abundance, and there will be no time to relax, whether it be day or night - their will to win is just as great as yours!

The tactical and strategic elements in "Silent Service" really make it one of a kind - look out for a fully detailed review in a forthcoming issue!!

The Editor,
Club Nintendo,
P.O. Box 30,
Coventry, CV1 3BR
England.

Mailbag

HOW LONG'S A PIECE OF STRING...

Dear Club Nintendo
I really like your magazine, and I would like to ask you some questions.

1. Is Club Nintendo weekly, fortnightly or monthly?
2 How long will Club Nintendo last for?
3. How do I get my dad to buy me more games?

Andrew Hill
Avon

1. None of these - we're bi-monthly (once every two months).

2. As long as their's sufficient Nintendo owners, there will always be a *Club Nintendo*!!

3. You could try washing his car every weekend, or get some really good grades at school. Alternatively, show him some of the games that you currently have - he might get hooked, and start buying some himself!

TRACK AND FIELD COMPLICATIONS...

Dear Editor
I have just purchased ***"Track and Field II"*** *for my son's birthday, which is really brilliant. The only problems is I find that you have to rapidly press the 'A' button on several events to get any power. Can this do the hand controller any harm, being pushed so fast like this?*

Mrs S Macpherson
Lincs

I doubt it - not even Luigi has managed to break one of these robust and very well made hand controllers. However, if you are really worried that it might cause some damage, then why not invest in a NES Max or Advantage? Both of these have rapid fire buttons, which means all that you have to do is press it once, and then let the controller do the hard work!

KIDS NEW GAME PAK

Dear Mr and Mrs Mario
I have had a Nintendo for three years now, and I have just seen the new games coming out such as "Double Dragon II". Will there by any more such licenses in the near future? Also, I have read that the FAB pop group, 'New Kids On The Block', may be bringing out a Game pak for the Nintendo. Is this true?

Duncan Brock
Herts

HEY, when did Mario get married?! And why didn't he tell me? Well, I guess he had his reasons....
More arcade licenses are on their way, from companies such as Taito, Mindscape and Ocean. Check out **Sneak Peeks** for more information.

Although opinion is divided on whether 'New Kids On The Block' are 'FAB' or not (Luigi isn't exactly known for his great taste in music), there are no firm details on any such game just yet.

FABULOUS FAN...

Dear Editor
I find my Nintendo Entertainment System the most fabulous thing that has every happened to me. But there are just two questions I would like to ask you -

1. *What does 'PROGRAMMABLE' and 'ARCADE' series mean?*
2. *Is it possible to complete 'Kung Fu'?*

Neil Gurney
Gloucester

'PROGRAMMABLE' series games are those which allow you to devise your own screens and levels, which you can subsequently play on. One such game is 'EXCITABIKE', which allows you to design a course, and then challenge your friends to complete it!

'ARCADE' series Game Paks are those which are based on titles originally released in the arcades.

As for "Kung Fu", well, it didn't end on the 25th time round, so.

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